

Classes

Men	Cleric, Warrior, Thief, or Wizard
Lir	Halfling
Terali	Dwarf; Access to Gunpowder
Perali	Elf; Access to Perali Bow
Agualan	Dwarf; Amphib, Resist, Xform
Fel	Thief; Unlucky, Claws, Hunter

WIP: Lazuri, Mawla, Nein, Vrawk, Xern

Half Levels

Spend an Advance to gain a half level

Cleric 2 Spells 0/0/+1 d6/III

Caster Level is 0, Turn Unholy is gained, Lay on Hands with -1 die of effect.

Thief d2 Luck +1/0/0 d5/II

Skill bonus for all thief skills are one half the listed 1st level value, rounded down. Cast spell from scroll is 1d10

Warrior d2 Deed 0/+1/0 d8/III

Half level Warrior cannot perform Mighty Deeds; may choose Lucky Weapon

Wizard 2 Spells 0/0/+1 d4/I

Caster Level is 0

Additional Rules

Wild Attack: +2 Attack, -2 AC

Cunning Escape: Thieves and Halflings can burn a luck point to avoid equal # of combat withdrawal attacks.

Improving Stats: At level up, roll 4d6 and drop lowest. Pick one stat lower than roll and improve by +1, else improve Luck by +1.

Splintered Shields: Sacrifice shield (any) or helm (head) to prevent a critical hit.

Gods and Boons for Clerics

Weapon Proficiencies: Clerics is encouraged choose weapons and armor in line with the nature of the god. Sword for Artol etc.

Turning Unholy works per RAW, but list of unholy creature is same for all: *Kur, giantkind, ooze, goblinkind, giant poisonous bugs, serpentkind, head hunters, tyrants, pirates, torturers, slavers, shapeshifters, troglodytes, giant toads, demons, and any other tainted chaotic horrors*

Boons: Clerics and Paladins of the gods of Shadora gain a +2 boon on the spells and abilities that their god originally contributed.

God Boon Table

	Air	Water	Dark	Earth	Fire
God	Artol	Demelna	Kargob	Simkim	Vorthod
1. Lay on Hands					
2. Turn Unholy					
3. Affliction of the gods					
4. Animate dead					
5. Banish					
6. Binding					
7. Blessing					
8. Bolt from the blue					
9. Cause earthquake					
10. Cure paralysis					
11. Curse					
12. Darkness					
13. Detect evil					
14. Detect magic					
15. Divine symbol					
16. Exorcise					
17. Food of the gods					
18. Holy sanctuary					
19. Lotus stane					
20. Neutralize poison or disease					
21. Paralysis					
22. Protection from evil					
23. Remove curse					
24. Resist cold or heat					
25. Restore vitality					
26. Righteous fire					
27. Sanctify / desecrate					
28. Second sight					
29. Snake charm					
30. Speak with the dead					
31. Spiritual weapon					
32. Sprigging stone					
33. True name					
34. Vermin blight					
35. Weather control					
36. Whirling doom					
37. Wood wynding					
38. Word of command					

Additional Melee Weapons & Armor

Armor

- Lg Shield: +2 AC, -2 Chk, -5", F d10, 35 gp

Melee

- Trident: As spear
- Maul: d10, 2H d16 for Init, 8 gp
- Fighting Claw d4, 1gp

Wizard and Elf Patrons

Alignment: Wizards pursue magical arts according to their natures. Chaotic wizards study black magic. Neutral & lawful wizards seek control over elements.

Bobugbubilz, lord of amphibians - Tsarog

Azi Dahaka, lord of wastelands - Orolorm

Sezrekan the Elder, the wicked - JM

Witch King Halgaz Bekur - JM (Adbb)

Hecate, Queen Of Witches - JM (Adbb)

Ptah-Ungurath, Opener Of Ways - JM (Adbb)

The Arm Of Vendel Re'yune - JM (Adbb)

The King of Elfland - husband of Peral

The Three Fates - Ratrona's Children

Yddgrl, the World Root - Avatar of Peral

Obitu-Que, Lord of the Five - Kargob

Ithha, prince of elemental wind - Vorthod

Enzazza, Hive Queen - Simkim (Adbb)

Four Maidens - Daughters of Demelna (Adbb)

Haaashh, Lord of Reptiles - Nabyss (Adbb)

Lavariel, Temple Angel - Garathis (Adbb)

Logos, The Perfect Form (Adbb) - Teral

Radu, King Of Rabbits (Adbb) - Dagalar

Set-Utekh The Destroyer (Adbb) - Barnor

Umwansh, Wave Father (Adbb) - Kasharos

Yan Osoth, The Ancestor (Adbb) -

Dagalar

Additional Ranged Weapons

- Net: 0, 5/10/15, 8gp; REF18 | cut 5 dam
- Bola d3, 20/40/60, 5 sp; REF12 | cut 3 dam
- Wetbow: Agualan under water crossbow
- Hand Crossbow d4, 30/60/90, 10gp
- Perali Bow: d8, 100/200/300
- Grenade: 2d6@5" d6@10", 20/40/60, 50gp
- Pistol: d8, 3r reload, 50/100/150, 100gp
- Rifle: d10, 3r reload, 80/160/240, 250gp
- Ammo: 1 gp/shot



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